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MUZZY at the SEASIDE

MADE WITH macromedia®

vektor

Muzzy at the Seaside

Installation for PC

Start Windows

Insert Muzzy CD ROM in your CD ROM drive

Windows 3.1

In Program Manager, select **File** and then **Run**
Type **d:\setup** [return], where ***d:*** is the letter of your CD ROM drive

Windows 95 and 98

The program will run automatically shortly after you have inserted the disc.

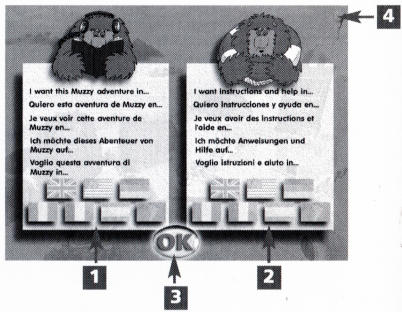
If it doesn't run, from the taskbar select **Start** and then **Run**. Type **d:\Muzzy** [return] (where d: is the letter of your CD ROM drive) in the command line to start the program.

If you prefer to install the program, from the taskbar select **Start** and then **Run.** Type **d:\setup** [return] (where d: is the letter of your CD ROM drive) in the command line to install the program.

Click **OK** when Muzzy appears
The install process will create the **Muzzy** icon.

Installation for Macintosh

Insert Muzzy CD ROM in your CD ROM drive.
Double-click on the CD ROM icon.
Double-click on the Muzzy icon to start the program

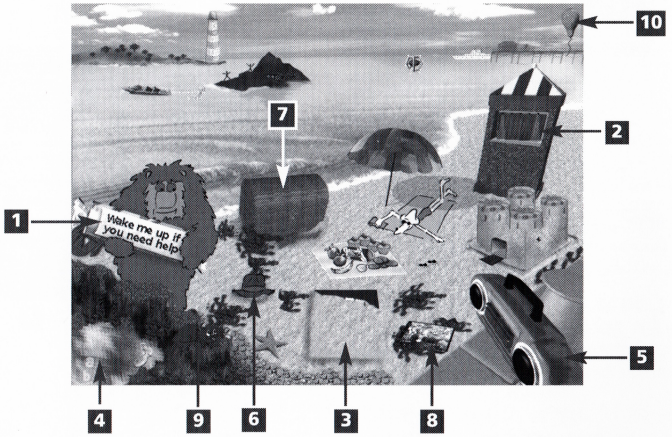

I want this Muzzy adventure in...
Quiero esta aventura de Muzzy en...
Je veux voir cette aventure de Muzzy en...
Ich möchte dieses Abenteuer von Muzzy auf...
Voglio questa avventura di Muzzy in...
I want instructions and help in...
Quiero instrucciones y ayuda en...
Je veux avoir des instructions et l'aide en...
Ich möchte Anweisungen und Hilfe auf...
Voglio istruzioni e aiuto in...
OK
1
2
3
4

Choosing a Language

Choose the language in which the title will run (the target language) and the language for help and instructions (the support language).

1. Choose target language.
2. Choose support language.
3. OK
4. Exit.

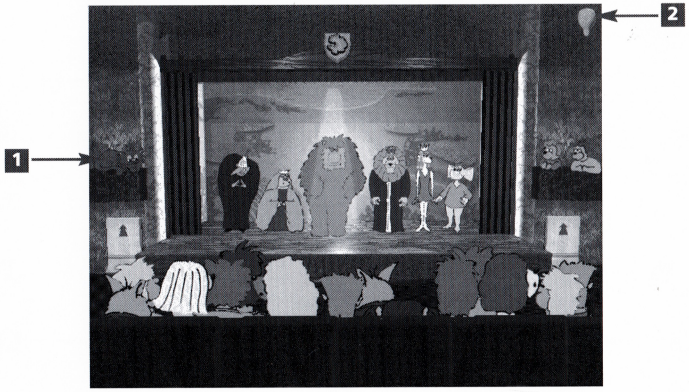
On the Beach



This screen allows you to choose activities.

1	Highlighted Activity		6	My Adventure	- page 7
2	Meet the Cast	- page 3	7	Game Board	- page 8
3	Story	- page 4	8	Games	- page 9
4	Picture Dictionary	- page 5	9	Help	
5	Recording Studio	- page 6	10	Exit	

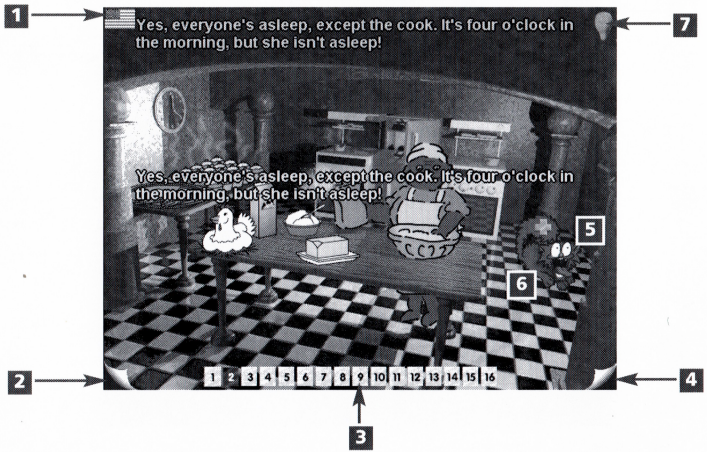
Meet the Cast



Click on a person to find out about him or her.

1. Wake cat. Click cross on cat's tail for help.
2. Return to front screen

Story

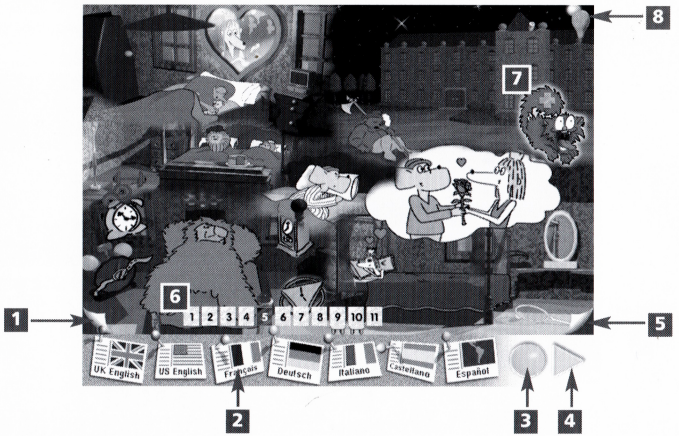

Yes, everyone's asleep, except the cook. It's four o'clock in the morning, but she isn't asleep!
Yes, everyone's asleep, except the cook. It's four o'clock in the morning, but she isn't asleep!
1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16
1
2
3
4
5
6
7

The story runs with the words displayed in the target language. Pages are turned automatically.

Wake the cat and click its tail for help. While the cat is awake, you can click the flag to show the words of the story in the support language. You can also jump to any other page of the story.

1. Click flag to show/hide the words of the story in the support language.
2. Page turner (go back)
3. Page navigation (go directly to page number...)
4. Page turner (go forward)
5. Wake cat. Click cross on cat's tail for help
6. Click cat again to resume story
7. Return to front screen

Picture Dictionary



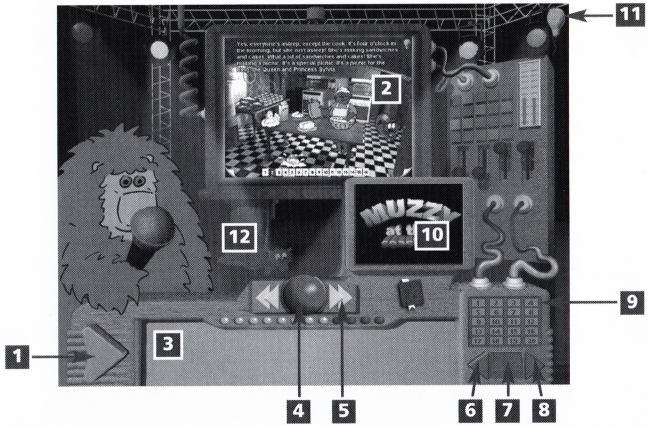
The language is shown by the swinging flag. Click a different flag to change language.

Move the pointer over the picture. Where the pointer changes to a hand, click to hear and see the word.

(For Microphone Test please see page 12.)

1. Page turner (previous page)
2. Select language
3. Voice record
4. Playback voice
5. Page turner (next page)
6. Go to another page
7. Wake cat. Click cross on cat's tail for help
8. Return to front screen

In the Recording Studio



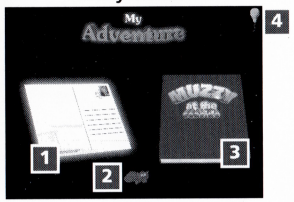
Record the story line by line. A single line, a single page or the whole story can be played back with your voice pasted in. (For Microphone Test please see page 12.)

1. Play back this recording (this phrase)
2. Play back complete recorded page
3. Text display (this phrase)
4. Play target phrase and switch recording on/off
5. Move to next target phrase
6. Move to previous story page
7. Shows current story page
8. Move to next story page
9. Highlights indicate screens with recordings
10. Play story with all recorded phrases
11. Return to front screen
12. Wake cat. Click cross on cat's tail for help

The Big Adventure

New recordings made by the user can be inserted into the storyline, creating a different story each time. (For Microphone Test please see page 12.)

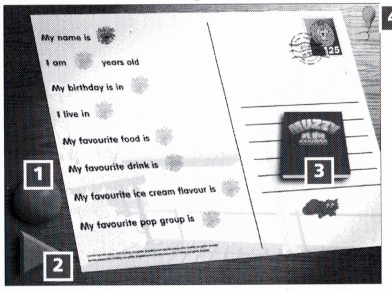
Entry Screen



Entry Screen

1. Go to recording screen for My Adventure
2. Wake cat. Click cross on cat's tail for help
3. Enter My Adventure (if recordings are already stored)
4. Return to front screen

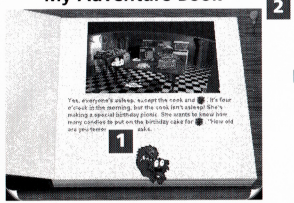
Recording Screen



Recording Screen

1. Click to switch recording on/off
2. Hear your voice played back
3. Wake cat. Click cross on cat's tail for help
4. Enter My Adventure (when all recordings have been made)
5. Return to entry screen

My Adventure Book



My Adventure Book

1. Wake cat. Click cross on cat's tail for help
2. Return to entry screen

The Big Game Board

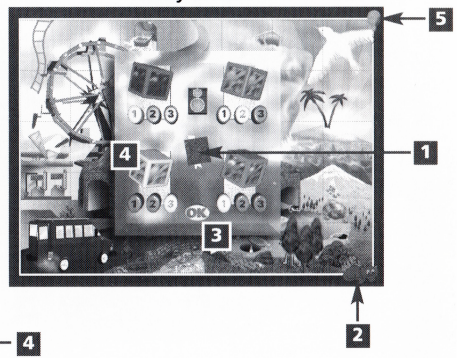
1 - 4 players can play, each at any one of three levels of difficulty.

You must reach the end of the game board by successfully playing the games hidden under some squares.

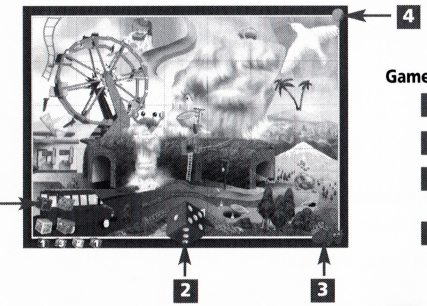
Entry Screen

1. Bookmark - when open allows resumption of a previous incomplete game
2. Wake cat. Click cross on cat's tail for help
3. OK.
4. Choose player(s) and level(s).
5. Return to front screen

Entry Screen



Game Board



Game Board

1. Players' counters.
2. Click to roll the dice.
3. Wake cat. Click cross on cat's tail for help
4. Return to front screen

Games

1. Select a level
2. Click on a game
3. Click cross on cat's tail for help
4. Return to front screen

Parents' Guide

The Muzzy series on CD ROM has been carefully designed as a stimulating environment in which your child can develop language skills through exploration, practice and play.

These notes will help you to understand the possibilities which this disc offers and suggest ways in which you can help your child to gain maximum benefit and enjoyment.

Choosing a Language

Each time the program runs, you are asked to select a target language and a support language.

The Target Language

is the language in which the story will be read, the games played etc.

The Support Language

is the language used for instructions and help.
If your child is using the disc for 'early learning' of the mother tongue, then you should select this language for both the title and the support.

If your child is using the disc to learn a foreign language, then you should choose the foreign language as the target language, but you have a choice of support language - you could select the child's mother tongue or the 'foreign' language.

Support in the 'foreign' language should only be selected if your child is already quite comfortable with the language - beginners may find it de-motivating if they are unable to understand the instruction for a game, for example, but will gain in confidence if they move gradually from support in their own language to support in the foreign language.

Choosing an Activity

Once in the program, the animated selection screen allows access to the main activities - Muzzy describes each one (in the support language) and they can be accessed freely. For learning a language, an ideal route through the activities would be:

Meet the Cast
Find out about the main characters in the story.

Story
Become familiar with the story, on which all subsequent activities are based.

Dictionary
Explore the story screens, finding and recording new words and phrases.

Recording Studio
Read aloud and record the story.

My Adventure
Record new information into an adapted storyline.

The Big Game Board
Move around the board, playing a series of games based on the language and content of the story and dictionary.

In the Activities

Some recommendations and suggestions for 'best' use of the program:

Meet the Cast
Encourage the child to repeat out loud after each character.

Story
When a page is paused (by clicking on the cat), the support language flag becomes available (if support in a different language has been selected).
Encourage the child to attempt to give the meaning of the text on screen before bringing up the translation text.
If the story has been viewed several times, encourage the child to 'read along' with the narrator (in preparation for the Recording Studio activity).

***Picture Dictionary**

The voice record feature offers an ideal opportunity for pronunciation practice of individual words and short phrases before moving on to the longer sentences in the Recording Studio.

Encourage the child to try to name an item in the picture before clicking on it and then re-recording to correct if necessary. Alternatively, you name an item in the picture and see how long it takes the child to find it.

***Recording Studio**

The text of the story appears a line at a time, page by page. Each line is read by the narrator, before the child makes a recording.

Pronunciation and intonation should be matched as closely as possible to the narrator and then compared with the original. In this way, the child is being encouraged to develop listening skills as well as spoken skills.

The Recording Studio allows the child to 'build up' the full story a page at a time. The recordings are stored on the hard disk of your computer, so the whole story can be completed over a number of sessions.

***My Adventure**

This activity allows the child to record new information and then hear it 'pasted in' to an adapted storyline.

Different information can be recorded each time and so the possibilities are endless. A child beginning a new language can be encouraged to try to use vocabulary learned from elsewhere in the product. More advanced learners can show off their knowledge.

Again, the most recent adventure is stored on the hard disk and so children should be encouraged to share their creations.

Game Board

The objective is to reach the end of the game board by successfully playing the games which are hidden under the squares.

1 - 4 players can play, each at any one of 3 levels of difficulty. This means that an older child or a child with more experience in a particular language can have a fair contest with a younger or less experienced child by setting different difficulty levels.

Many of the games draw on language or information from the other activities and so children who have spent some time in these activities will be at an obvious advantage!

*To test your microphone, click on the cat. When cat wakes, the Microphone Test icon will appear on top left or bottom right of the screen. Click on icon and follow the instructions.